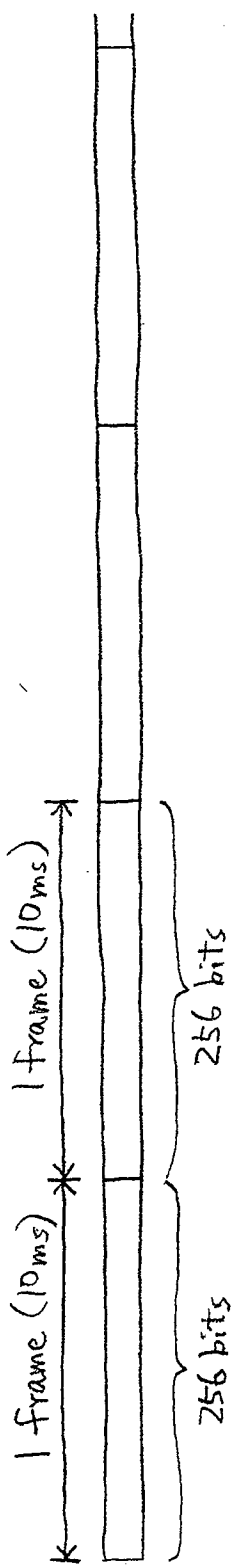# APPENDIX

(a) Information of logical channel

(b) Physical channel
(rate = 256 bits/frame)

1 frame (10ms)
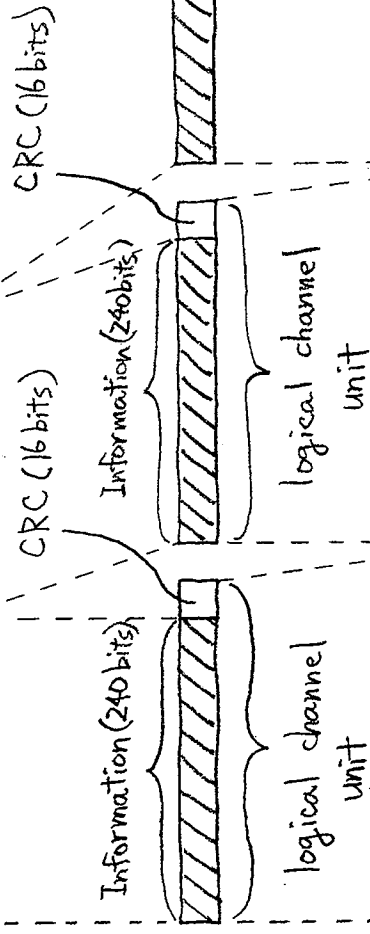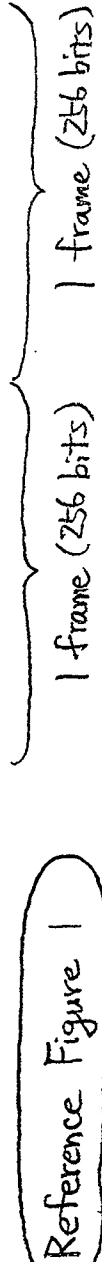
1 frame (10ms)

256 bits

256 bits

(i) Dividing information of logical channel into segments each of which has 256 - 16 = 240 bits

240 bits

240 bits

(ii) Forming each logical channel unit by adding CRC (16 bits) to each information segment

CRC (16 bits)

CRC (16 bits)

Information (240 bits)

Information (240 bits)

logical channel unit

logical channel unit

(iii) Mapping logical channel into physical channel

1 frame (256 bits)

1 frame (256 bits)
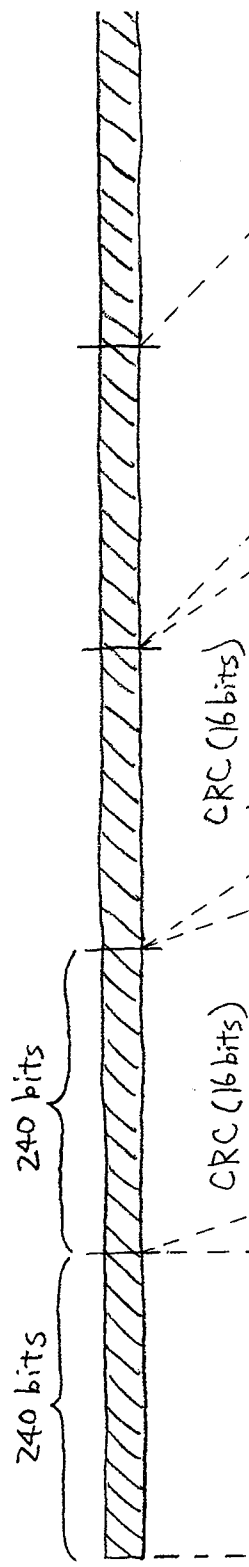
Reference Figure 1

(a) Information of logical channel

(b) Physical channel
(rate = 128 bits/frame)

1 frame (10ms)   1 frame (10ms)

128 bits   128 bits
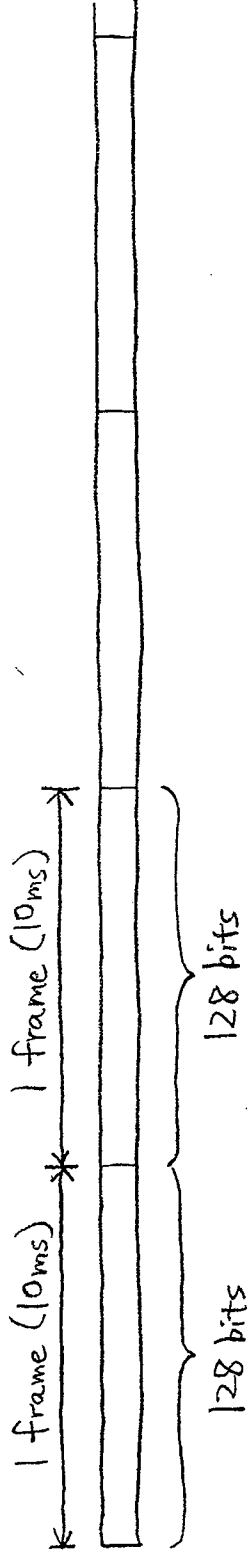
(i) Dividing information of logical channel into segments each of which has
128-16 = 112 bits

112bits   112bits   112bits   112 bits

(ii) Forming each logical channel unit by adding CRC (16bits) to each information segment

Information (112 bits)   CRC(16bits)

logical channel unit

Information (112 bits)   CRC(16bits)

logical channel unit

(iii) Mapping logical channel into physical channel

1 frame (128 bits)   1 frame (128 bits)
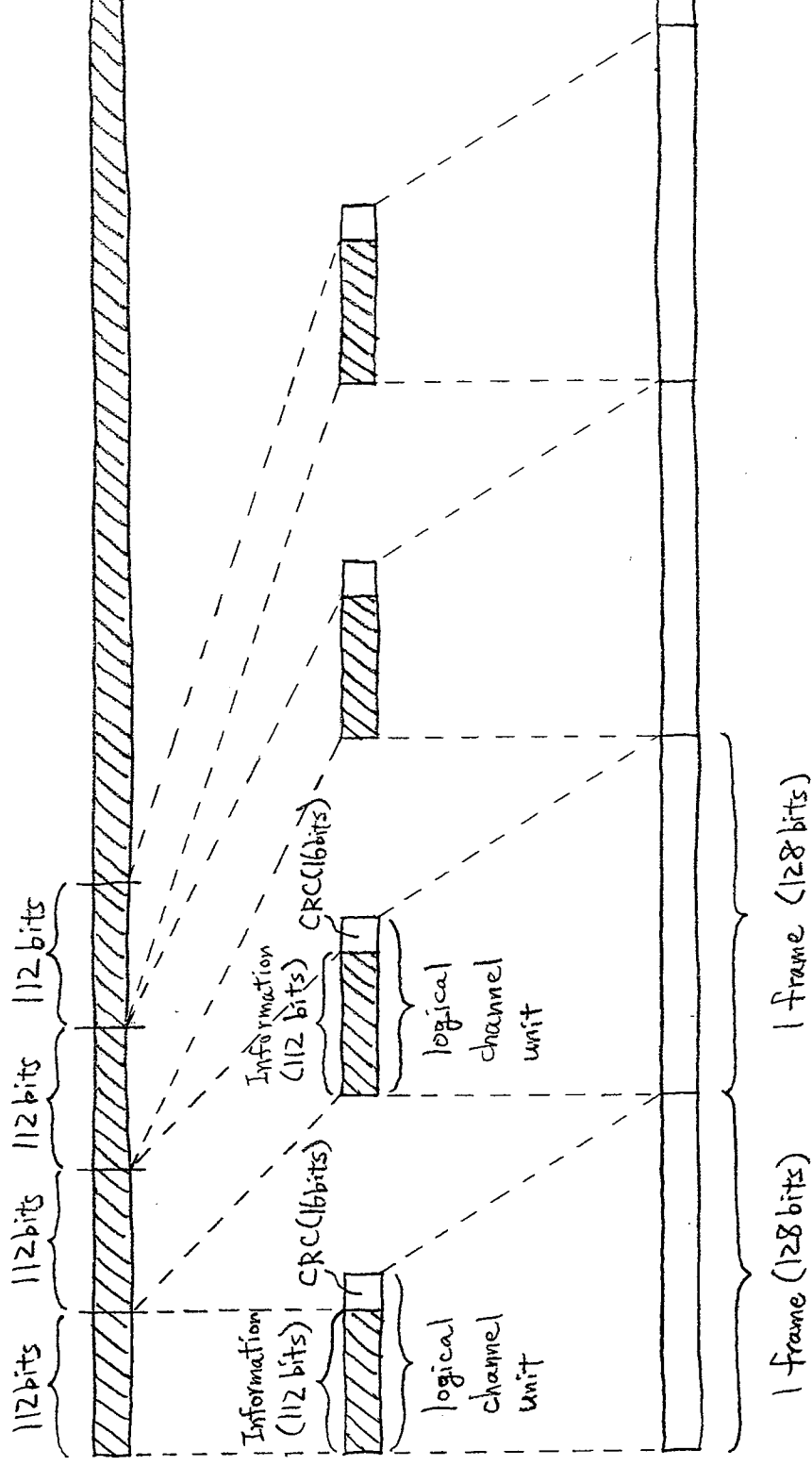
Reference Figure 2

(a) Information of logical channel
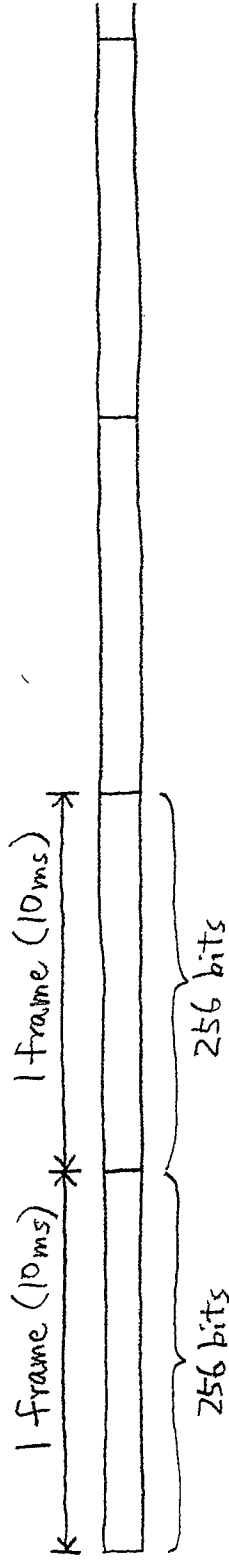
(b) Physical channel
(rate = 256 bits/frame)

1 frame (10ms) | 1 frame (10ms)

256 bits | 256 bits

(i) Dividing information of logical channel into segments each of which has 256 - 16 = 240 bits

240 bits | 240 bits | 240 bits

(ii) Forming each logical channel unit by adding CRC (16 bits) to each information segment

Information (240 bits) | CRC (16 bits) | Information (240 bits) | CRC (16 bits)

logical channel unit | logical channel unit

(iii) Mapping logical channel into physical channel

1 frame (256 bits) | 1 frame (256 bits) | 1 frame (256 bits)
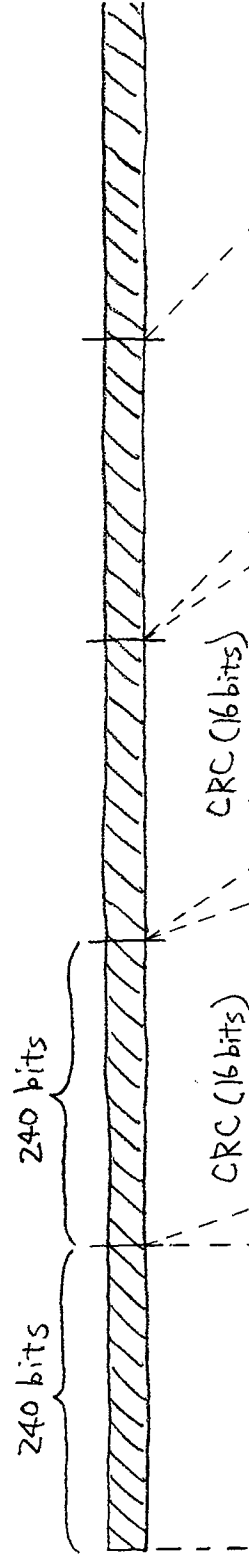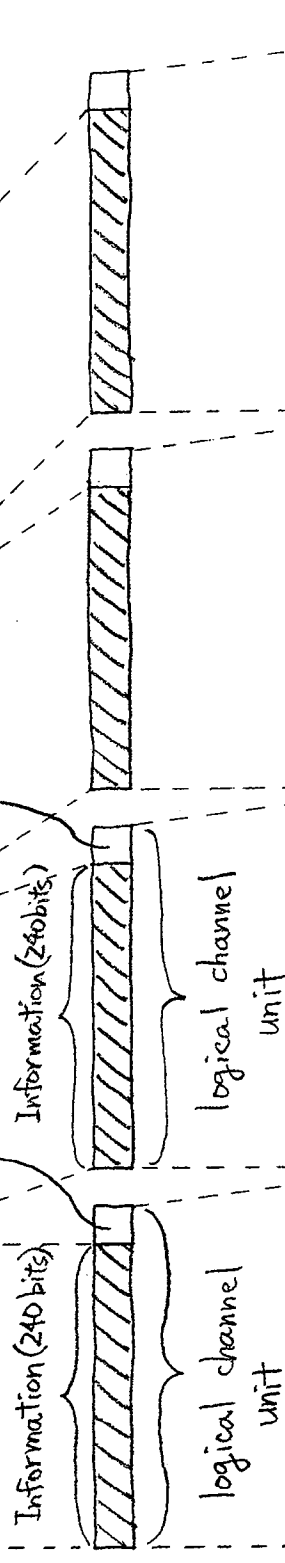
Reference Figure 3

(a) Information of logical channel

(b) Physical channel (rate = 128 bits/frame)

|← 1 frame (10ms) →|← 1 frame (10ms) →|

128 bits

128 bits
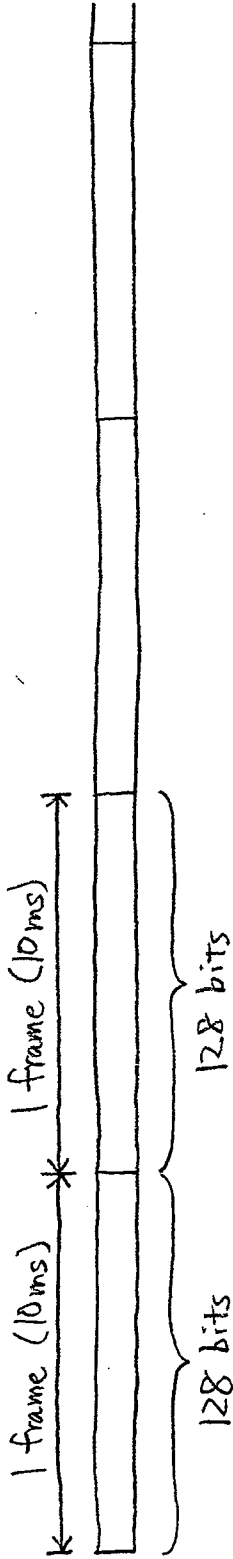
(i) Dividing information of logical channel into segments each of which has 128+128-16 = 240 bits

240 bits

240 bits

CRC (16 bits)

CRC (16 bits)

(ii) Forming each logical channel unit by adding CRC (16 bits) to each information segment

Information (240 bits)

Information (240 bits)

logical channel unit

logical channel unit

(iii) Mapping logical channel into physical channel
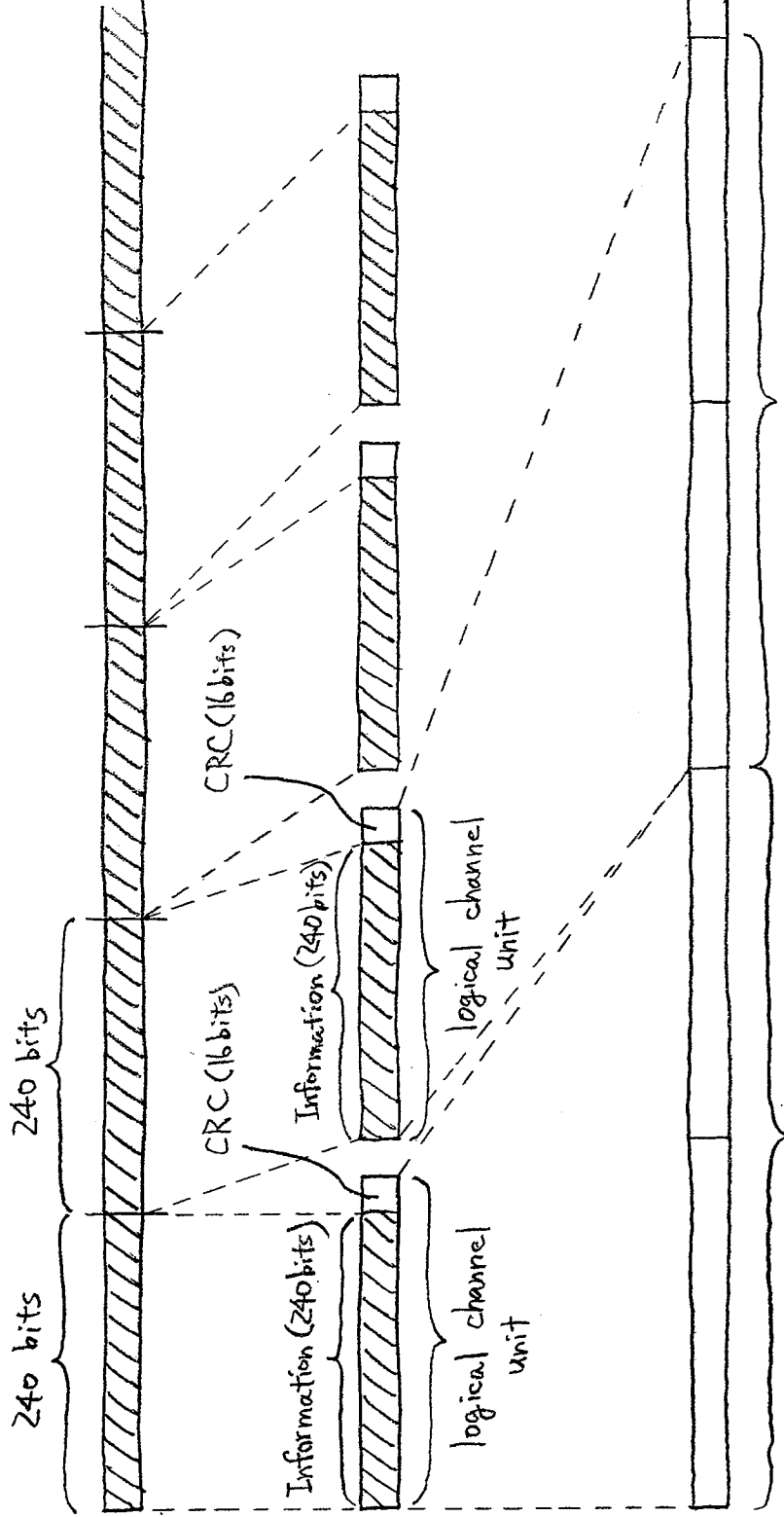
2 frames (128+128 = 256 bits)

2 frames (128+128 = 256 bits)

Reference Figure 4